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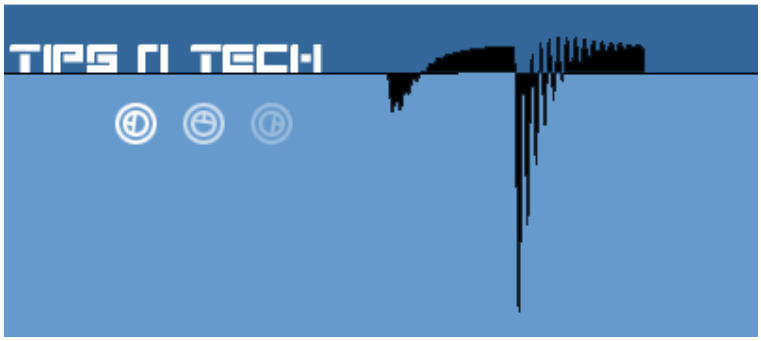

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Mod Management : by Peff

Thanks to modpacker, making custom mods is pretty easy, but this has created a new problem due to the abundance of mods publicly available as well as personal customized one.

When ReBirth 2.0 Starts up, it has to "Decrypt" each .RBM file using the data on the CD, and depending on how fast your CD is and your processor, this can be a lengthy process, especially if you have several dozen MODs in your "Mods" folder in the ReBirth RB-338 2.0 folder.

One solution that I use is creating a new folder called "Mods (disabled)", I put mods that are not actively being used in this folder. In fact, I put an alias of the "Mods (disabled)" folder IN the "Mods" folder so that I can just drag and drop the ones not in use.

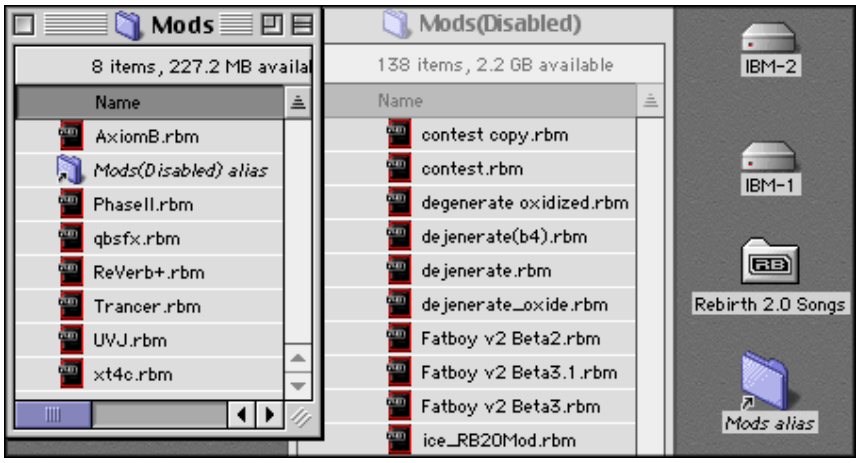
Things to remember: You can't move mods into the disabled folder when ReBirth 2 is running, but you can move them FROM the disabled folder into the active "Mods" folder when it's running. After moving it, just select "Update Mod List" from the Mods menu in ReBirth.

An example of the performance improvement: On my main system, G3/300 with 16x SCSI CD Rom Drive. Having 55 mods in the mods folder takes about 100 secs to start up. Reducing this to 8 mods on start up takes about 12 secs for the application to start up.

Another helpful tip in managing mods is to put a shortcut to the "Mods" folder on your desktop so that you can save time navigating to the ReBirth Folder / mods folder / mods (disabled) folder.

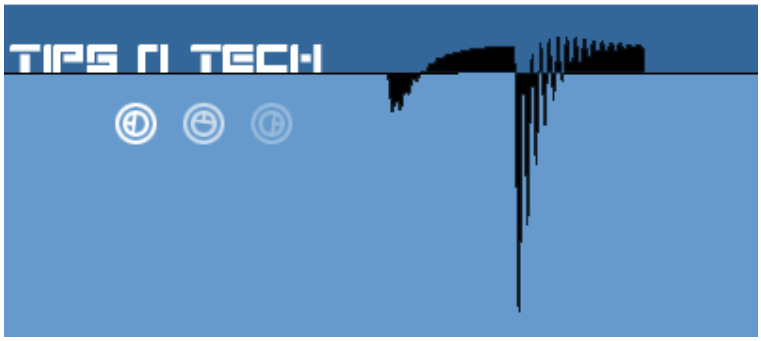
The image on the right is a visual description of how I have this organized on my system.

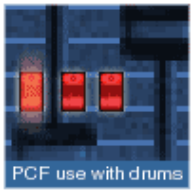
=Peff



A way of organizing your mods.

The Wayback Machine - http://web.archive.org/web/20021026195542/http://www.rebirth.niftywerks.com:80/html/pc…





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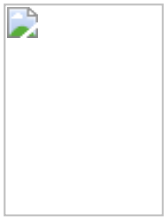
Sample and Hold Filter Effect using PCF : by Peff

The Sample and Hold circuit is feature that was widely used in vintage analog synthesizers as a type of random control voltage source. However in this day of digital audio, the Sample and and Hold circuit is even more commonly found in many digital applications.

The basic idea behind the circuit is a device that gets a voltage value and holds the value for more than an instant. These days, Sample/hold circuits are found wherever there is a an Analog to Digital Conversion process. The Converter in your soundcard has a sample and hold circuit which samples the value on your audio inputs once every 1/44100th of a sec and converts that voltage to a digital value for processing in your computer. ah But i'm digressing....

Vintage Sample and Hold



In Vintage Analog Synths, the sample and hold feature basically would get a value from a White Noise Source (White Noise is like White Light a mixture of all Frequencies of Audio---Noise basically) The Sample and Hold circuit would get a random voltage and hold it for a period that you can adjust with a knob. This voltage can then be routed to a number of destinations, and one of the coolest things to do is to send it to the Filter Cutoff Control.

Pattern Controlled Filter (PCF)

The PCF feature in ReBirth 1.5 and 2.0 does a great job are similuating this Sample and Hold Filter effect. Although it's not a random voltage, the following settings produce a very convincing S/H filter effect: Route a source to the PCF and set the PCF to these settings (right).

Example 1 - You can download the example by clicking on the ReBirth Song File icon to the right.

Other Things

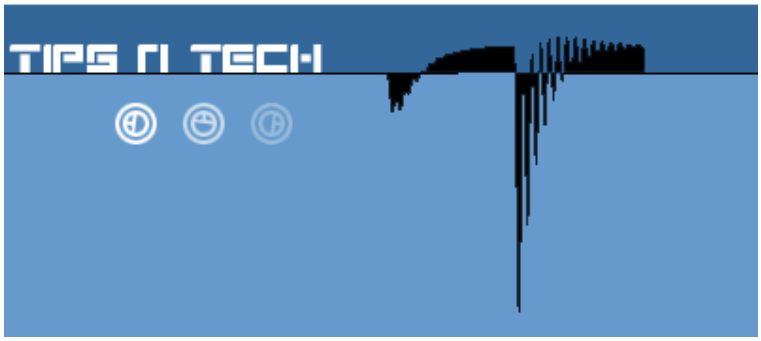
The Example RBS has a 3 bar loop which demonstrates this effect. This File requires the Axiom Peace Mod, available from the Mods Pages

Like is always say, these are not SET RULES that you always have to follow. These ideas are just expressed to help people understand some of the secret features hidden in ReBirth. Have fun with them:-)

Please send in some more ideas for tips and tricks and share the knowledge base to the entire ReBirth Community.

Peff

The Wayback Machine - http://web.archive.org/web/20020821123752/http://www.rebirth.niftywerks.com:80/html/pc…



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Write your Drum Patterns around the PCF : by Peff

The PCF is a killer feature of ReBirth. But searching for the right PCF pattern for your track can be a bit tedious. This little tip is kind of a backwards technique. Rather than searching for a PCF pattern, start with one and program your drum beats around it.

Prepping a 303 for PCF Analysis

Example 1 - You can download the example by clicking on the ReBirth Song File icon to the right.

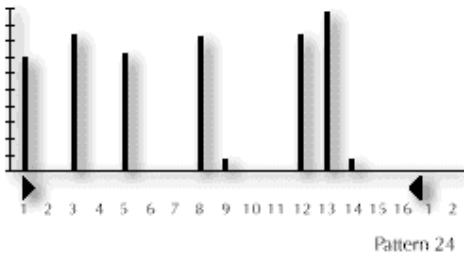
The Example RBS has a 1 bar loop which demonstrates the above settings using PCF pattern 8.

- Start with the PCF on a 303.
- Set the Slide ON on all 16 Steps on your 303
- Set the PCF to Low Pass
- Adjust Frequency to 0
- Adjust the Q to 0
- Set the Modulation to 80%-100%
- Set the Decay to to a position where you can hear distinctive pulses of the modulated filter

Arranging Percussion by PCF Dynamics

Try using different instruments for Different Dynamic Levels of the PCF Modulation. Err in English...Certain Patterns modulate the filter to a different degree. So For the Highest points of Modulation assign Kicks, and for the Mid Level Modulations, assign Hi-Hats or...

303 view



Pattern 24

from the ReBirth Manual

Different Drums for Different Levels

Example 2 - You can download the

example by clicking on the ReBirth Song File icon to the right.

...Just download the Example 2 RBS and take a listen:-) This 1 bar loop uses PCF Pattern 24 in such a manner.

Example 3 - You can download the example by clicking on the ReBirth Song File icon to the right.

And Yet another Example using Pattern 28. This is a bit more musical sounding than example 2, but the same principles are in effect.

examples of different drum levels

Other Things

Starting with the PCF is just one technique to use to creating a cool groove. The PCF has a lot of flexibility, and once you have a percussion pattern written based on the PCF, then applying the PCF to you 303 tracks will sound much cleaner and tighter.

Once you have your percussion set, you can then try doing a 303 arpeggio or Bass Line and programming variations of pitches around the dynamics of the PCF patterns.

Make sure to check out the PCF Pattern Illustrations in the ReBirth 2.0 Manual or even the ReBirth 1.5 Manual. This is really handy when applying this trick to your songs.

Unfortunately, you can adjust the PCF to match the shuffle, perhaps in the next version of ReBirth this might be an option. You can however tweak around and attempt to match a PCF pattern with a shuffled beat, but this can be pretty tedious.

Peff